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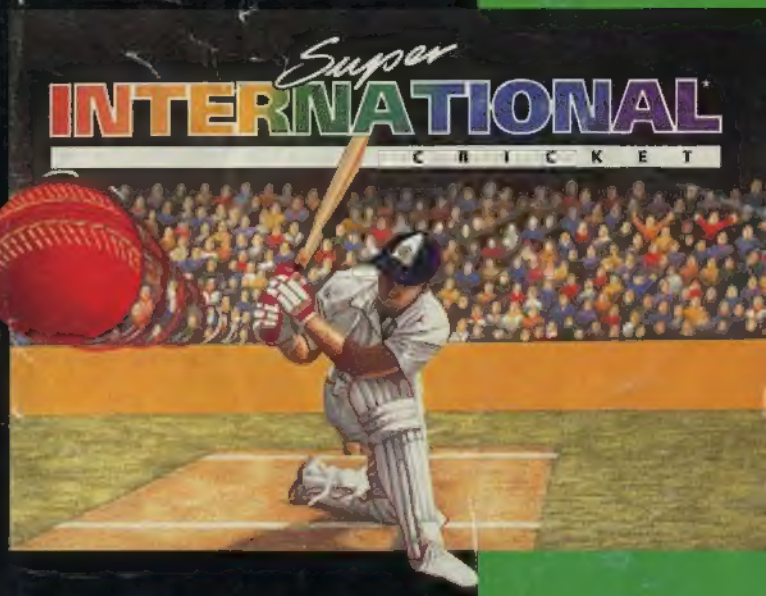

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

Nintendo

NINTENDO AUSTRALIA PTY. LTD.
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia

PRINTED IN JAPAN

WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Super Nintendo Entertainment System™ Super International Cricket* game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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BEFORE YOU START THE GAME.....

- Make sure the power switch on your Super Nintendo Entertainment System is OFF before you start.
- Place the cartridge in your Super Nintendo Entertainment System.
- Turn the power ON.

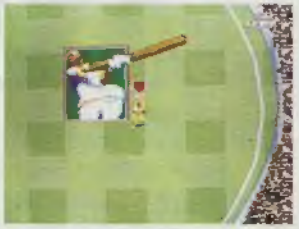
SELECTING A GAME

SUPER INTERNATIONAL CRICKET can be played with one or two players. A World Series can also be played as a four player game.

Selecting a **FAST MATCH** enables the player to go straight into the game. The computer will make all the team selections, resulting in a fast game without menu choices.

In a **ONE-DAY CRICKET** match, each team plays only one innings, consisting of up to 50 overs.

In a **WORLD SERIES,** four teams play off in two rounds to decide which will be the champion side. If a one player game is selected, the player chooses his first team and opponent, then second team and opponent.



If a two player game is selected, both players choose first and second teams, and play each other twice.

In the event of two teams controlled by one player winning through to the final match, then the player will control the first team chosen.

If a four player game is selected, then each player gets to choose a team.

In a **TEST MATCH,** each team has two innings of unlimited overs. The team with the highest total of runs at the end of a match is the winner.

LENGTH OF GAME

In a **FAST MATCH, ONE-DAY MATCH** or **WORLD SERIES**, the length of a game is determined by the number of **Overs** to be bowled. This can be set at 10, 20, 30, 40 or 50 Overs.

In a **TEST MATCH**, the game continues until one team has completed two innings, and the other team has:
a) passed their total score and won;
b) completed both innings for a lesser total score and lost;
c) completed both innings for the same total, and drawn.

OPTIONS

OPTIONS allows you to switch on or off a number of game features.

Difficulty Levels - Easy/Normal/Hard

Fielding Cross - A marker that shows you where the ball is going to land. On/Off

Computer Selection - When enabled, the computer preselects the batting order for each team. On/Off

Statistic Bars - You may choose between a graphical or statistical display of each cricketer's ability. Cricket buffs may prefer the statistical, while less experienced players may find the graphical display easier. On/Off

Music - On/Off

Sound Mode - Stereo/Mono

SELECTING A SIDE

THE TEAMS

AUSTRALIA ENGLAND

INDIA NEW ZEALAND

PAKISTAN SOUTH AFRICA

SRI LANKA WEST INDIES

THE PLAYERS

Each country has a squad of sixteen players from which a team of eleven must be chosen. This team may be selected manually or with computer assistance - in either case selections can be revised until you are satisfied with your team.

Each player has different statistics reflecting his **Batting, Bowling, Fielding** and **Running** skills. A player's statistics are displayed, along with his photo, when his name is highlighted with the cursor.

If **Computer Selection** is on (see Options) the computer will have chosen a well balanced side, which you may now modify if you desire, for you. If not, you can start with a clean slate.

To modify your team, highlight a player with the cursor and press any button. If the player was a team member, he has just been dropped! If he wasn't he now occupies the lowest available batting position. When your team is perfect, go to "DONE!"

COIN TOSS

After team selection, there is a Coin Toss screen, which also displays the weather conditions prevailing for your game.

Player #1 uses Left or Right on his Direction Pad to choose Heads or Tails.

The Player who wins the Coin Toss decides which team bats first.

THE GAME

The bowler must choose which type of ball he wishes to bowl, and when to let it go; the batsman must choose which stroke to play in response.

Once the ball has been struck by the batsman, the player must direct the fielding side to catch or field the ball by using the on-screen arrow. The fielded ball can be returned to either end of the pitch to score a run out if the batsmen are still running.

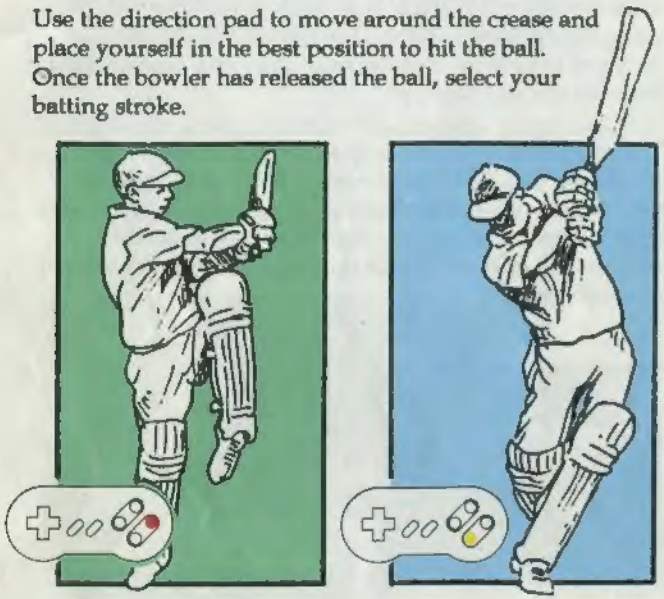
The batsman should be ready to run as soon as he has played the ball. Good judgment is vital when deciding whether to run. Remember that all players run at different speeds, and therefore some will be slower than others to complete their runs. You can change the running direction at any time.

CONTROLS

BATTING

The aim of the batting team is to make as many runs as possible, while losing as few wickets as possible.

Use the direction pad to move around the crease and place yourself in the best position to hit the ball. Once the bowler has released the ball, select your batting stroke.



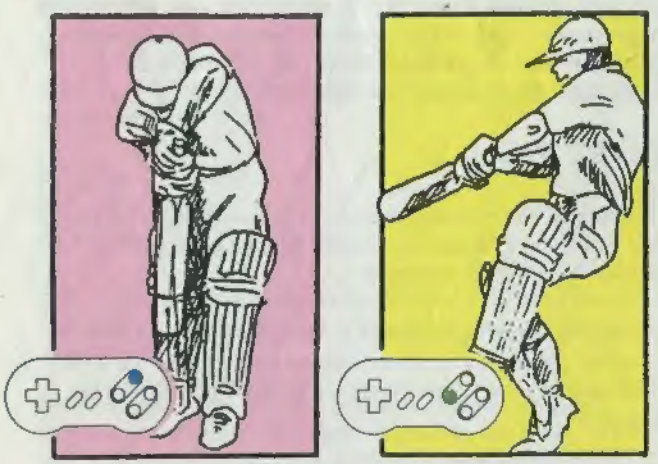
A button - Leg Side stroke (across your body)
B button - Straight stroke (playing forwards)
X button - Defensive stroke (playing back)
Y button - Off Side stroke (playing away from body)

You can also choose to add either loft or power to your strokes, although this lessens the ability to control timing and direction.

L button - Add loft to stroke
R button - Add power to stroke

Note: The **A** and **X buttons** are reversed for left-handed batsmen.

There is a variety of batting strokes supplied for each of the button allocations. The computer decides which best suits the height of the ball as it reaches your position.



Runs are scored by running between the wickets from batting crease to bowling crease after playing a stroke, or by hitting the ball to or over the boundary.

RUNNING BETWEEN WICKETS

Pressing down on the direction pad will start the batsmen running between wickets. If you have completed a run, and wish to make another one - or wish to change which way you are running - simply push the direction pad in the required direction.

When close to your crease, you can choose to stretch or dive for your ground. Press the **X** button to hurry towards the batting crease; and the **B** button to hurry towards the bowling crease.

Once the batsmen start to run, an overlay view of the pitch appears in the top right corner of the screen, to show the positions of the batsmen as they run. The white dot represents the batsman who struck the ball.

BOWLING

The aim of the bowling team is to get as many batsmen out (wickets) as possible, while restricting the number of runs scored by the batsmen.

Press any of the **A, B, X** or **Y** buttons to start your bowler moving. Press any of these buttons again to bowl the ball. The second press determines which type of ball will be bowled.

FAST and MEDIUM PACE BOWLERS
A button - Inswinger
B button - Off Cutter
X button - Leg Cutter
Y button - Outswinger

SPIN BOWLERS
A button -Off Spinner
B button - Flipper (or Top Spinner)
X button - Straight, or Arm Ball
Y button - Leg Spinner

These button allocations apply to bowling to Right Handed Batsmen. When bowling to a Left Handed Batsman, the **A** and **Y** buttons become exchanged, as do the **B** and **X** buttons.

The direction pad allows you to move the bowling arrow in any direction. This allows you to choose where the ball will land.

The speed of a delivery can also be changed by pressing the **L** and **R** buttons at the same time you press the button to deliver the ball.

L button - Slower
R button - Faster
L & R buttons - Extra Fast

Tip Be careful not to press too late, because if the bowler is over the bowling crease by the time he lets go of the ball, it will be deemed a No Ball.

Bowlers deliver the ball in sets of Overs. An over consists of 6 deliveries - each wide and no-ball being an extra delivery. At the end of an over, another bowler delivers the next over from the opposite end, although the player's viewpoint remains the same.

In One-Day Cricket, each bowler is allowed a maximum of 10 overs out of 50 (or 1/5 of the total overs.)

FIELDING

WITHOUT BALL
The computer will select the closest players to the ball, and send them after it. The best choice player is marked with an arrow. The Direction pad gives you control over this player's running, and will increase his running speed.

A button - Switch control to closest fielder
B button - Dive to stop ball
X button - Dive to stop ball
Y button - Appeal

WITH BALL
A button - Break stumps for Run Out
B button - Throw to Bowler's end
X button - Throw to Wicketkeeper's end
Y button - Appeal

Fieldsmen can be placed anywhere on the ground.
(See "CHANGE FIELD" on page 20)

GAME PLAY OPTIONS

WHILE BATTING

START BUTTON - Pauses game

SELECT BUTTON - Brings up Options Menu (You may choose these only before the bowler starts his run-up)

RETURN TO GAME - Takes you back to the game.

VIEW FIELD - Allows you to see the bowler's field placings.

DECLARE - Lets you declare your innings closed. A prompt will appear asking **"ARE YOU SURE?"**, with the default answer **"NO"**. Any of the **A, B, X & Y** buttons will change that answer to **"YES"** and the **START** button will then close the innings for you.

SCOREBOARD - Shows you the current scoreboard with details of all your batsmen, as well as the Over number, your current Run Rate, and the Run Rate Required for you to win the game.

BOWLING SCORECARD - Shows you the details of all bowlers used to date, plus the Over number, the Run Rate, and the current score.

WHILE BOWLING

START BUTTON - Pauses game.

SELECT BUTTON - Brings up Options Menu (You may choose these only before the bowler starts his run-up). Pressing any button will bring up your chosen option.

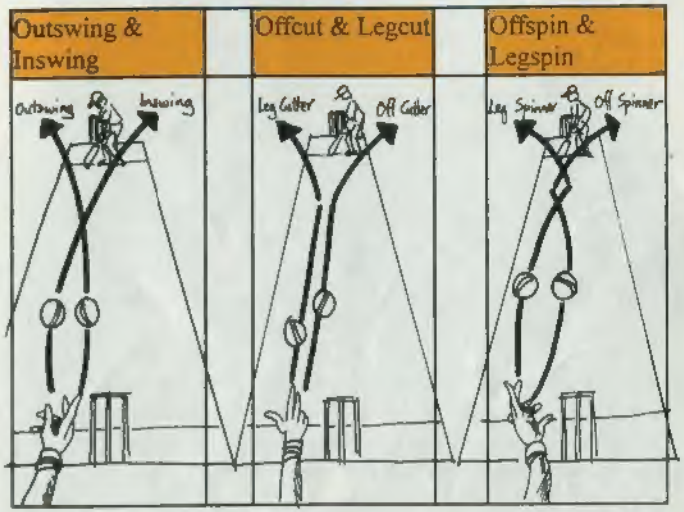
RETURN TO GAME - Takes you back to the game.

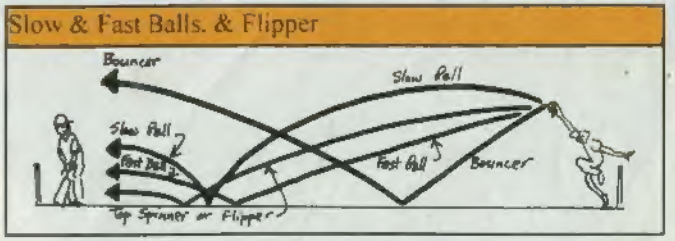
CHANGE BOWLER - Lets you select a different bowler for the over (only available at the start of an over).

CHANGE APPROACH - Lets you select whether the bowler bowls "over" or "around" the wicket.

CHANGE FIELD - Lets you adjust the position of your team's fielders. You can do this manually, or choose from a set of preselected fields designed for your specific team and type of bowler.

BOWLING DELIVERIES





CHANGING THE FIELD

You are presented with a menu, and a view of your field setting. You can choose (using any button) from 5 preset fields - **Aggressive** being the most likely to take wickets, down to **Defensive**, which is the most likely to save runs - or select **Custom**, and change any fielders position manually.

A large hand will appear, which can be controlled by the Direction pad. The field is divided up into designated fielding areas. When the hand is over occupied area, you will be shown a picture of the particular fielder, along with his fielding and running abilities.

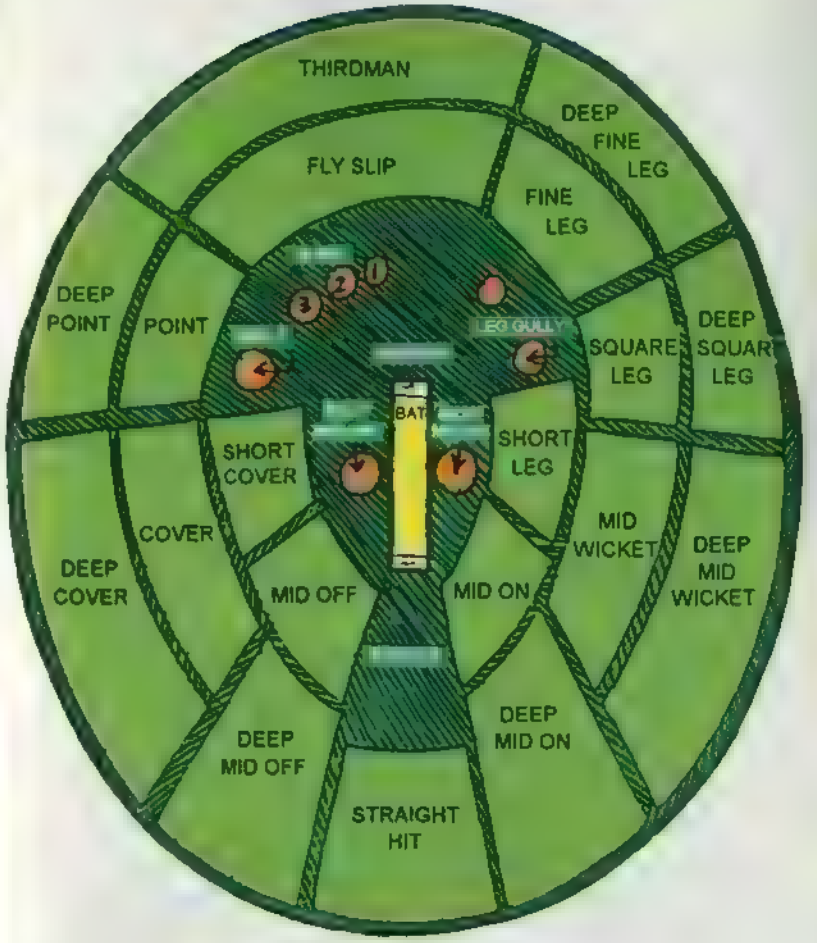
To pick up a fielder, position the hand over his fielding area, and press any of the **A, B, X** or **Y** buttons. Once you have moved him to your desired position, press any of these buttons again to put the fielder down.

Please note that only one fielder can be in any one area at a time. When you have the fielders placed as you desire, press the **START** button to return to the game.

Note: Due to the No Ball rule, only 2 fielders may be placed behind Square Leg (the top right corner).

Tip **It is a good idea to have those fielders with the best fielding abilities in positions where they are more likely to catch the ball; and those with best running ability in areas where they are likely to have to run far to get to the ball.**

FIELDING POSITIONS



GETTING OUT

The aim of the bowler is to force the batsman into making errors to get him out. A batsman can be given out in the following ways:

BOWLED - The batsman misses the ball, which strikes and breaks the wicket.

LBW (Leg Before Wicket) - The ball is going to hit the wicket, but is stopped by some part of the batsman other than his gloves or bat.

CAUGHT - The ball is caught by any member of the fielding team after the batsman has hit it.

STUMPED - The batsman moves out of his ground while playing a stroke and misses the ball. The wicketkeeper takes the ball and breaks the wicket while the batsman is still outside the batting crease.

RUN OUT - Any fielder uses the ball to break the wicket when the batsman running towards it is outside the crease.

A batsman can only be given out if the umpire is asked by the bowling side. The common appeal is **"HOWZAT?"** (literally, how's that?). The umpire will then answer either yes, by raising the index finger of his right hand; or no, by shaking his head.

FINISHING THE GAME

An innings may be completed in three ways:

ALL OUT - Ten of your batsmen have been dismissed

OVERS UP - The allotted number of overs have been bowled.

DECLARATION - The batting side can decide that they have enough runs, and declare their innings closed.

At the end of an innings you will be shown the Scoreboard, the Bowling Scorecard, and then a screen showing your team's score, and featuring your highest scoring player.

The team that was bowling in the first innings now bats, and at the end of both innings the team with the highest score wins.

Good luck, and enjoy **Super International Cricket!**

CRICKET TERMINOLOGY

BATTING CREASE A white line across the pitch 1.3 metres in front of the wickets. Batsman may be stumped or run out in front of crease.

BOUNDARY The white line around the edge of the playing field. Upon crossing the line a ball is called a "boundary". A ball crossing it after bouncing scores four runs; a ball crossing it on the full scores six runs.

BYE An extra run awarded if the wicketkeeper misses a ball delivered by a bowler, and the batsman takes a run without striking the ball.

DECLARATION A batting side closes its innings before the total number of overs has been reached.

DUCK Credited to a batsman who gets out without scoring a run.

EXTRA Any runs scored as Byes, Leg Byes, No Balls or Wides are counted as extras, and not added to the score.

HAT TRICK Credited to a bowler who takes three wickets in three successive deliveries. Four wickets in succession is a double hat-trick, five wickets a triple, etc.

INNINGS The period of time or overs for which one team bats.

LEG BYE Extra run awarded if the ball strikes some part of the batsman other than his bat and gloves, and the batsmen run.

LEG SIDE The side of the field away from which the batsman's body is facing.

MAIDEN An over from which no runs were scored by the batsman.

NO BALL An illegal delivery where the bowler steps over the bowling crease before letting go of the ball. A batsman may score runs off a No Ball, but can't be caught or bowled. Either one Extra is added, or whatever runs the batsmen make.

OFF SIDE The side of the field towards which the batsman's body is facing.

PITCH The rectangle of rolled turf between the two wickets, which the ball is bowled on.

PLAYED ON A batsman has struck a delivery that then continues on to break his wicket. The batsman is "bowled".

SQUARE An imaginary line drawn straight across the leg side of the field from the batting crease.

SWING & CUT Sideways movement imparted to the ball delivered by a bowler. The amount of swing and cut may be increased by wear and tear caused to the ball by legal or illegal means. Swing refers to movement through the air; while cut refers to angled bounce off the pitch.

WICKET The set of three stumps and two bails at either end of the pitch. If either bail is knocked off then the wicket is "broken", and the batsman is out.

WIDE A bowling delivery so angled that it passes the batsman wide of the batting crease. One extra run is added to the batting teams total for each wide bowled.

ABBREVIATIONS

b.	bowled
c.	caught
c & b	caught and bowled (caught by bowler)
lbw	leg before wicket
M	Maidens
nb	no ball
n.o.	not out
O	Overs
R	Runs
r.o.	run out
st.	stumped
W	Wickets
w	wide

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OVER !

SUPER INTERNATIONAL CRICKET

NOTES

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REV-E

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